NES-GI-USA

HOW TO PLAY

THE LONE RANGER

KONAMI®

KONAMI INC. LIMITED WARRANTY

Konami Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5111

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

WELCOME TO THE WORLD OF KONAMI!

You're now the proud owner of Konami's authentic version of The Lone Ranger® for the Nintendo Entertainment System. We suggest that you read the following instructions thoroughly before strapping on your six-guns.

TABLE OF CONTENTS

JUSTICE—WESTERN STYLE 4

GET READY TO SADDLE UP 6

KEEP YOUR SMOKE SIGNALS STRAIGHT (USING THE PASSWORD) 6

ABOUT YOUR MISSION, KEMOSABE 6

CONTROL YOURSELF, PALEFACE 8

AN OVERVIEW OF THE OLD WEST 12

THE LEGENDARY SILVER BULLET (A WEAPON GUIDE) 13

THE NEXT BEST THING TO A "STAGE" COACH 14-15

WHITE HATS AND BLACK HATS. 16-17

Justice—Western Style

Back in the early days of the western frontier there was a law enforcement agency known as the Texas Rangers. They were headquartered in Abilene, Texas. The leader was a man by the name of Dan Reid, and second-in-command was none other than Dan's son, John. Their fighting forces were trained strictly by the book, and every action they took followed the letter of the law. Sometimes John got into trouble with his father for following his youthful, independent sense of justice, and he frequently bore the brunt of the leader's anger.

Around the same time, Butch Cavendish was in a gang of bank robbers with his father. In a shoot-out with the Texas Rangers, Butch's father fell victim to a Ranger bullet. Since that time, Butch held a terrible grudge against the Rangers. One day Butch and his outlaw forces set up an ambush to destroy the Texas Rangers.

As a result of the ambush, Dan Reid was fatally wounded, and the Ranger forces were dealt a lethal blow. Butch and his gang rode off, believing there were no survivors, but John Reid was still breathing. An Indian named Tonto found John and cared for him until he regained his strength.

Tonto became John's partner and protector—he taught the young man about enemy deceptions, how to hide while approaching animals or humans, how to fight bare-handed, and other Indian survival techniques.

John decided to put his new skills to work. The first order of business was to fool Butch Cavendish into thinking John was dead. John had a tombstone erected for himself next to the others who were victims of the ambush. Then, taking the vest which his father wore when he was killed, John made a mask, discarded all the rules he had adhered to as a Texas Ranger, and set down his own law. He vowed to take revenge on Cavendish and all the other outlaws. He became a masked rider — The Lone Ranger.

John, now The Lone Ranger, and Tonto have received news of Butch's latest caper. The word is that Butch and his outlaws have kidnapped the President of the United States. No one is sure what Butch will demand for the President's safe return, but for The Lone Ranger, any demand is beyond reason. Along with Tonto, The Lone Ranger heads out on a quest to rescue the President and take personal revenge on Butch Cavendish. Hi-yo, Silver!

Get Ready To Saddle Up

There are a few things you should know to begin the game:

- Insert the game cartridge into the game unit and press the POWER button.
- On the title screen, choose "Start" or "Password" with the SELECT button, then press the START button to enter your choice.
- If you choose "Start" a screen appears asking you whether or not you want to use the ZAPPER™ or Konami's LaserScope,™ which works well with this game. Press the control pad or SELECT button to choose, then the A button to enter your choice. The opening narration will appear, after which the game begins.

Keep Your Smoke Signals Straight (Using The Password)

If you select "Password" then the password entry screen appears. (As you progress through the game, your faithful companion Tonto will provide the passwords needed to bypass the areas which you have successfully completed.) Use the control pad to move to the letters in your password, then press the A button to enter your choice. To back space, press the B button or use the arrows on the grid by pressing the A button. When you are finished, move the cursor to "OK" and press the A button. If the password is incorrect by even one letter, the game will not begin.

About Your Mission, Kemosabe

You must ride through the western frontier, hot on the trail of your arch-enemy, Butch Cavendish. Your mission will take you through eight separate areas of the large map that Tonto has provided. In each area, you will explore towns, caves, Indian reservations, abandoned railroad cars and other areas of importance (and danger). A special event takes place in each area, and you must solve the problem or resolve the situation in order to progress. (In some areas a special "Sheriff's Badge" will appear to reveal a secret location when you have uncovered enough information.)

Gather Information Along The Way

Luckily, your faithful Indian companion, Tonto, will be nearby to offer scouting reports. Listen to Tonto's reports and visit with the townspeople. Sometimes citizens have nothing to report right away. Don't hesitate to revisit a location to see if new information is available.

Dealing With The Townsfolk

There are a lot of outlaws roaming through the Old West. Just remember that you are fighting for justice, and shooting innocent women is frowned upon, not to mention hazardous to your health...

A View From The Top...And Side...And...

During your travels, the game will offer top-down views, 2 dimensional horizontal scrolling screens, and simulated 3-D screens. Sometimes you'll stroll through a town and talk to innocent bystanders, other times you'll ride through the mountains trying to escape an Indian ambush. You may even be searching a cave or building and get surrounded by outlaws hurling knives and TNT at you. The controller, LaserScope and Zapper work differently in each mode. The following guide will be critical to your understanding of the game, and in helping you dodge bullets!

Seek Medical Attention Often

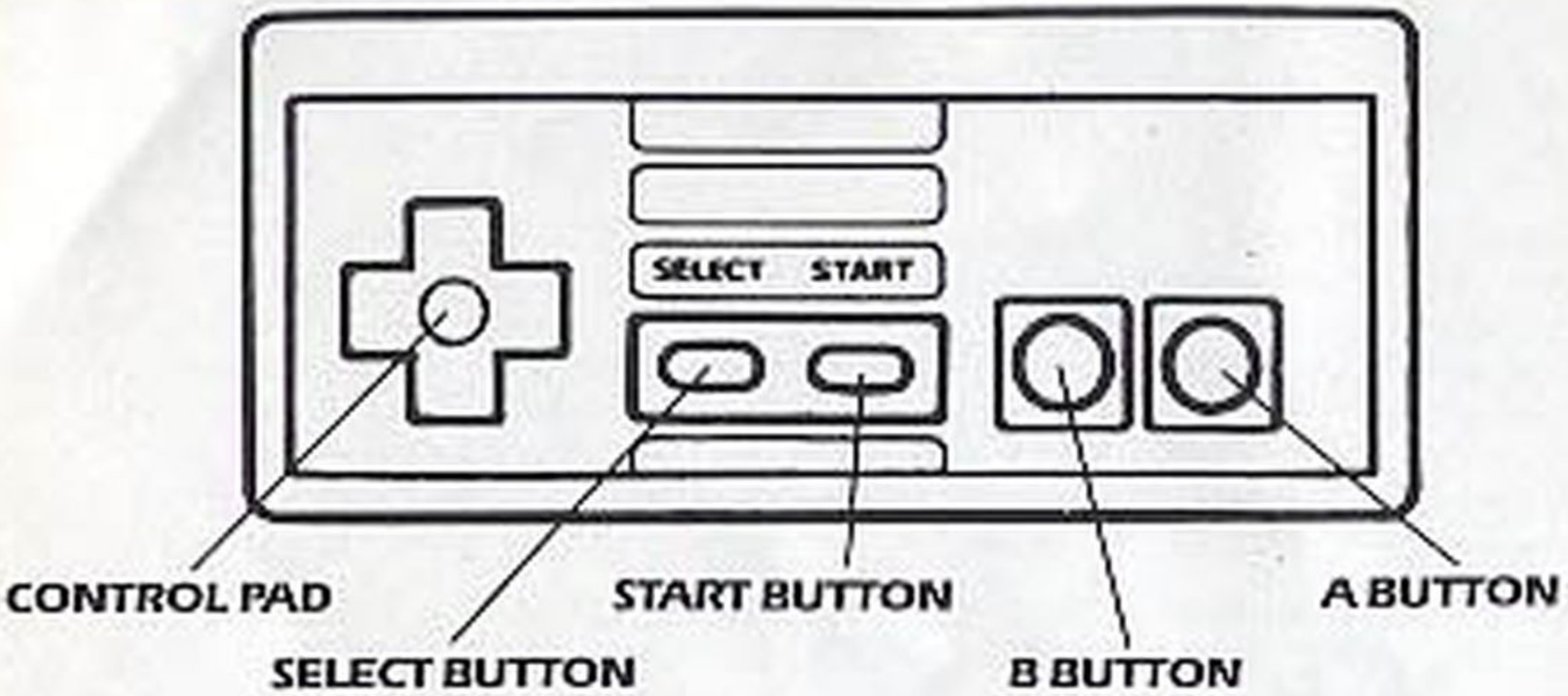
The Lone Ranger is human, not some superhero in tights and a cape. He has one life, so take care of it. You'll find a doctor in many of the towns who can patch you up (for a small fee, of course).

The Rewards Of Fighting Injustice

When you gun down your enemy, you may see a coin, bullets, or a heart appear. Touch these symbols to increase your wealth, ammunition and health. If you are in a 3-D view, you have to shoot the symbols to earn the bonus.

Control Yourself, Paleface

This game provides you with many views of the Lone Ranger's world. There are some differences in how the controller works, depending on which type of view you see on the screen.

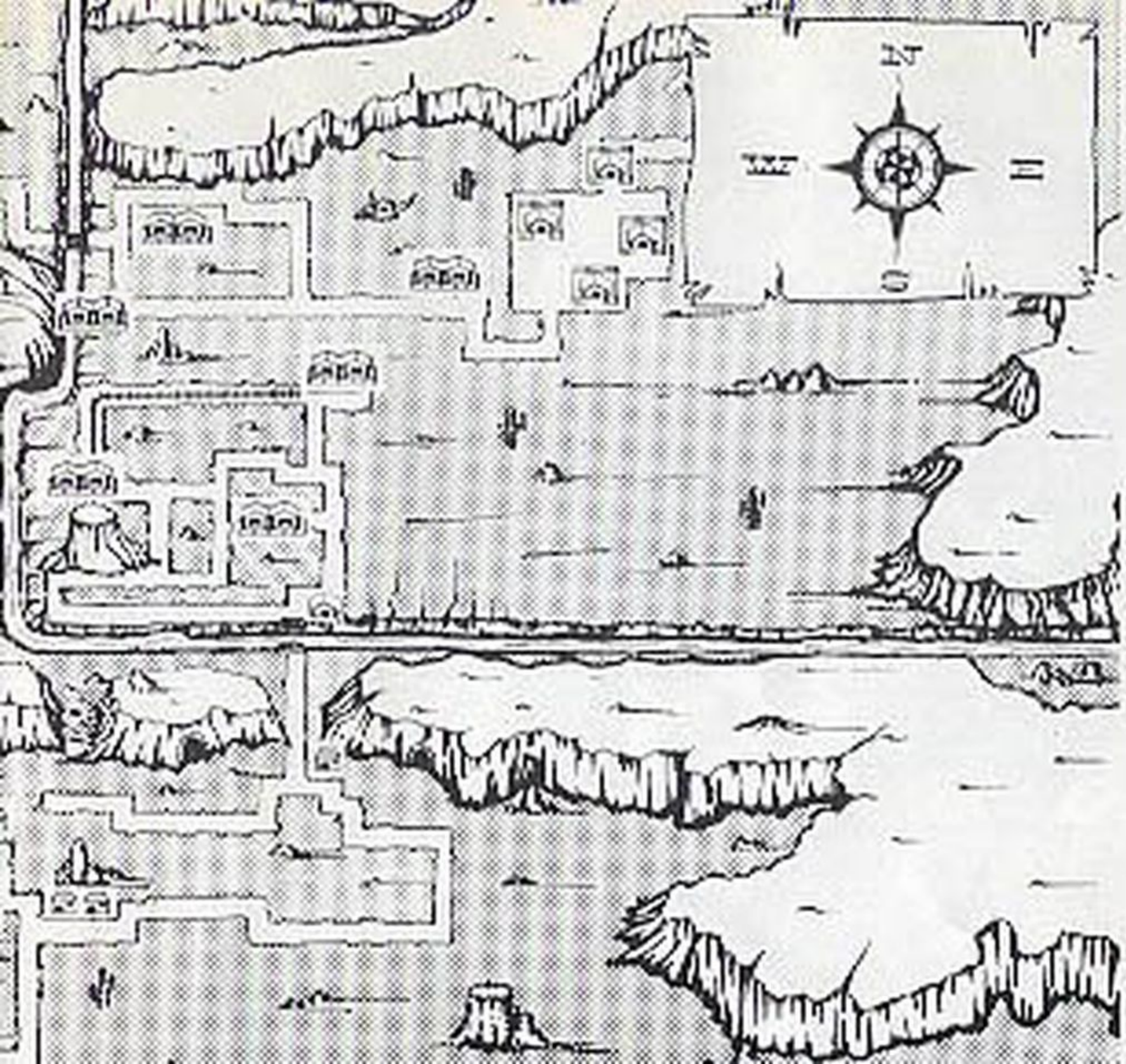


The SELECT button is used to enter your choice on the "Continue/End" screen, and to select your choice of weapons (fist, bullets, silver bullets or dynamite).
The START button is used to pause the game.

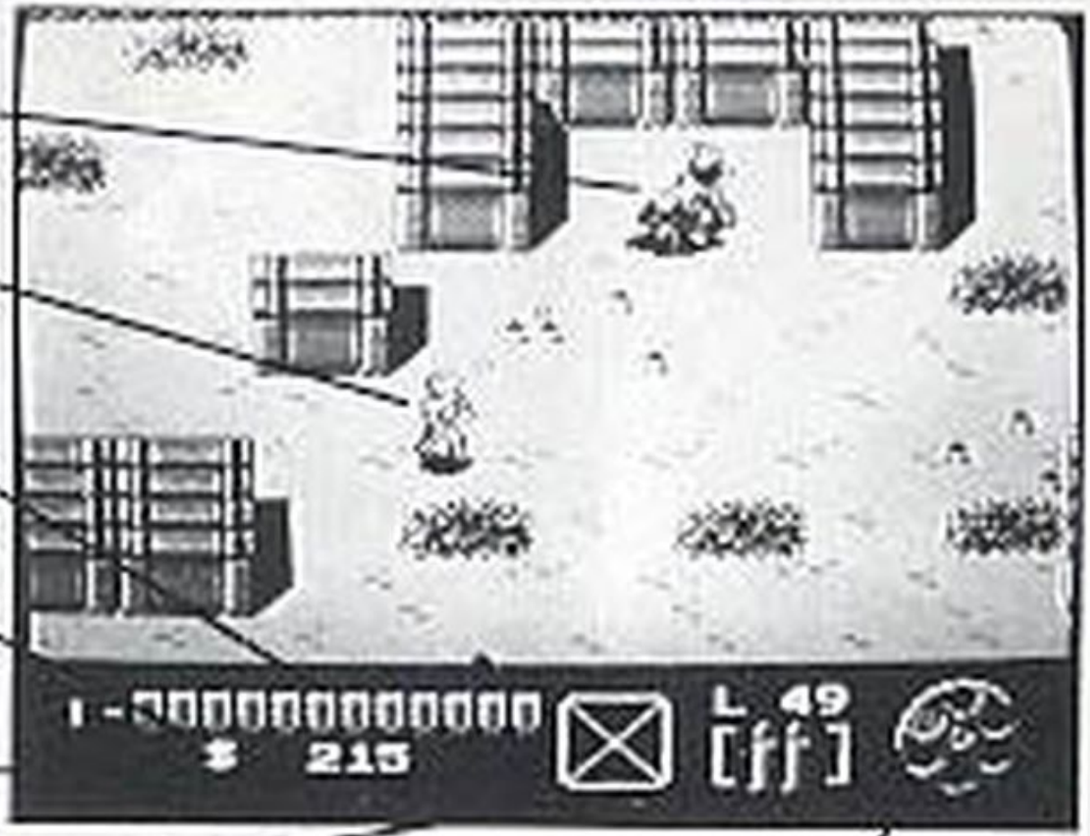
	CONTROL PAD	B BUTTON	A BUTTON
Large Overhead Map (4 direction)	Moves character in 4 directions	Cancel dialogue lines	Dialogue lines return during conversation with Tonic and others.
Top-down Views: Towns, villages, etc.	Moves character and arms cursor in 8 directions	Shoot, parry, throw dynamite	Pick up enemy's dynamite; start dialogue with townspeople
2-D Side View: Caves, buildings, etc.	Moves character (left/right)	Shoot (except for straight down)	Jump up (press simultaneously with down direction on the control pad to descend)
3-D (connector only)	Moves character in 4 directions. To change direction when fighting, hold in the shooting direction and press the A button; also controls cursor movement for target shooting	Shoot	Only used during a fight – used with control pad to change direction
3-D (With Zapper Or LaserScope)	Moves character in 4 directions (you cannot move forward when shooting); use Zapper or LaserScope to shoot targets	Not Active	Not Active
Carnival Shop, Doctor, etc.	Cursor movement (up/down)	Cancel	Dialogue line advance, confirmation

Look, Kemosabe!

Tonto found a map of the area in the woods. One of Cavendish's men must have dropped it. It may be helpful in your search for the President.



An overview of the Old West



Enemy— These bandits and outlaws take many forms. The only thing you can be sure of is that the bad guys you meet aren't packing the coin of the realm. Anyone else is fair game.

Player— This is the Lone Ranger as you see him in the top-down and 2-D modes. (In the 3-D you don't see the Lone Ranger—you see the world through his eyes!)

Life Gauge— This counter bar meter will reflect your strength. When it gets too low you'd better start looking for a doctor.

Money Level— Nothing's free in the Old West, even for The Lone Ranger.

Radar— In the 3-D mode this will flash red to warn you of enemy attacks.

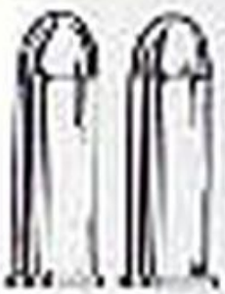
Weapon— A symbol appears to show if you are using his standard six-guns, silver bullets or TNT. The number above indicates the quantity you have left. A letter S, M or L next to the number indicates if your gun is Short, Medium or Long range.

Gun Cylinder— This shows you how many bullets are left in the current cylinder. Each cylinder holds six shots. Remember that you will be attacked before a new cylinder is loaded.

Compass— In 3-D indoor mode this will show which direction you are facing. The letters E, W, N and S will appear as guides.

The Legendary Silver Bullet...

The Lone Ranger has three weapons at his disposal: fists, a gun, and dynamite (TNT). When you start the game, you will have a short range pistol and a supply of standard bullets, as well as some silver bullets. Here's a few things to note before you get into a shoot-out with some ornery-banditos:



• That's a six-shooter you're packing, and after firing six shots, you'll have to reload. Therefore, every seventh shot is a blank, then you'll have a fresh clip, if you have any left. The most you can have is 50 clips (300 shots) of standard bullets and 50 clips of silver bullets.

• Many of the towns you visit will have a Gunsmith's shop. There you can purchase more bullets, or TNT. In some towns you may even buy a medium or long range gun to improve your odds in a gunfight.

• The silver bullets cost more and they pack more punch. A standard bullet stops at its target, but a silver bullet can pass clean through a victim and keep on going.

• That TNT can be handy for getting rid of an enemy who's out of your line of fire. Try tossing a stick of dynamite at a sniper behind a stack of crates—he'll get a bang out of it. (You can only carry ten sticks at a time, so use them carefully, and restock your supply often.)

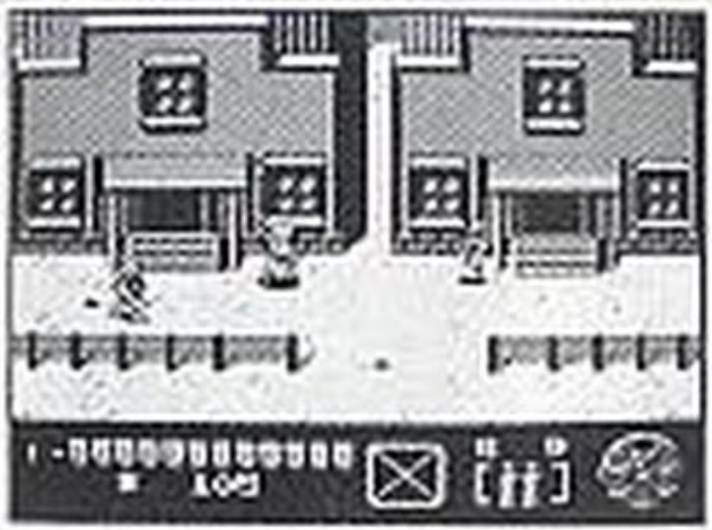
• Not only can you throw your own TNT, but you can pick up sticks that were thrown at you. Press the A button to pick up dynamite and the B button to throw it.

• Remember, you can't throw TNT or punch a bandit in the 3-D mode, so make sure your bullet supply doesn't get too low.

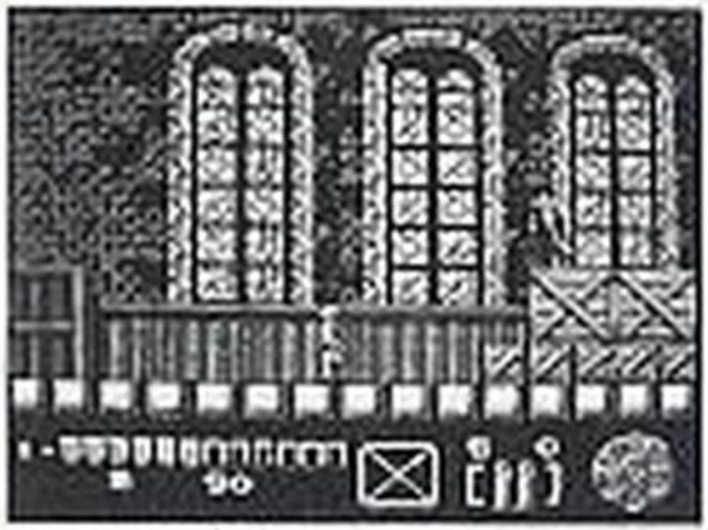
The next best thing to a "stage" coach

Getting through the eight areas of the game requires some quick thinking and quicker shooting. Your journey will follow the overland map throughout the game. Even though each area will look similar on the map, the action will unfold in different ways. Here is a sample of the different styles of screens used in the adventure.

Large Overhead Map



Top Down View



2-D Side View

3-D View

Poker Hall

Gunsmith Shop

White Hats and Black Hats

It might help to know who's on your side and what kind of help you can earn along the way.

Lone Ranger

Tonto

Friendly Townsperson

Charlie Potsko

This gol-danged varmint's one of the meanest bank robbers west of the Ol' Miss. You'll meet him in area 3.

Narapmino Indians
The warriors of this fierce and proud tribe have been deceived and misled by many white men. They will treat you well if you first earn their respect. You'll do that in area 5.

Juaquin Fingers
He and his cousins are sharp. They'll see that you get the point of their attacks. Watch for them everywhere!

Cavendish's Cohorts
Butch's boys are packin' iron and they're not afraid to use it. You'll have to rid the West of this scum before you save the President.

Punch

Bullets

TNT

Health Bonus

Money Bonus

Treat Your Konami Game Pak Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Konami Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

KONAMI®

900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5111

Konami® and LaserScope™ are registered trademarks of Konami Industry Co., Ltd.
The Lone Ranger® is a registered trademark of Paladium Media Enterprises, Inc.
Zapper™ Nintendo® and Nintendo Entertainment System® are
registered trademarks of Nintendo of America Inc.
© 1991 Konami Inc. Buffalo Grove, IL All Rights Reserved

Printed in Japan.